



SHEET 1 OF 1

FORM PTO - 1449 SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT	ATTORNEY DOCKET NO.: MOK-002 APPLICANT(S): Oh SERIAL NO.: 10/780,500 GROUP: Not yet assigned FILING DATE: February 17, 2004
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U.S. PATENT DOCUMENTS

EXAM. INIT.		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
ES	A19	5,131,058	07/14/92	Ting et al.	382	47	08/24/90
ES	A20	5,511,153	04/23/96	Azarbayejani et al.	395	119	01/18/94
ES	A21	5,649,173	07/15/97	Lentz	395	513	03/06/95
ES	A22	5,706,416	01/06/98	Mann et al.	395	127	11/13/95
ES	A23	5,710,833	01/20/98	Moghaddam et al.	382	228	04/20/95
ES	A24	5,719,599	02/17/98	Yang	345	430	06/07/95
ES	A25	5,828,793	10/27/98	Mann	382	284	05/06/96
ES	A26	5,946,425	08/31/99	Bove, Jr. et al.	382	294	06/03/96
ES	A27	6,147,688	11/14/00	Clair	345	423	06/28/93

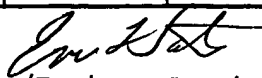
FOREIGN PATENT DOCUMENTS

EXAM. INIT.		DOCUMENT NUMBER	DATE	COUNTRY CODE	CLASS	SUB CLASS	FILING DATE	ABSTRACT ONLY	ENGLISH LANG (Y/N)

OTHER ART, JOURNAL ARTICLES, ETC.

EXAM. INIT.	OTHER DOCUMENTS: (Including Author, Title, Date, Relevant Pages, Place of Publication)								

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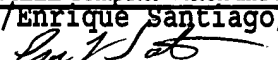
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OTHER ART, JOURNAL ARTICLES, ETC.		
EXAM. INIT.	OTHER DOCUMENTS: (Including Author, Title, Date, Relevant Pages, Place of Publication)	
ES	C1	Agrawala, M., Beers, A. C., and Levoy, M. 1995. 3d Painting on Scanned Surfaces. In 1995 Symposium on Interactive 3D Graphics, ACM SIGGRAPH, pp. 145–150. ISBN 0-89791-736-7.
	C2	ALLIAS. http://www.alias.com
	C3	APPLE. http://apple.com/quicktime
	C4	Bertalmio, M., Sapiro, G., Caselles, V., and Ballester, C. 2000. Image Inpainting. In Proceedings of ACM SIGGRAPH 2000, ACM Press / ACM SIGGRAPH / Addison Wesley Longman, Computer Graphics Proceedings, Annual Conference Series, 417–424. ISBN 1-58113-208-5.
	C5	Blanz, V. and Vetter, T.. A Morphable Model for the Synthesis Of 3d Faces. Proc. Of SIGGRAPH, 1999
	C6	Boivin, S., and Galowicz, A. 2001. Image-based Rendering of Diffuse, Specular and Glossy Surfaces from a Single Image. In Proceedings of ACM SIGGRAPH 2001, ACM Press / ACM SIGGRAPH, Computer Graphics Proceedings, Annual Conference Series, pp. 107–116. ISBN 1-58113-292-1.
	C7	Buehler, C., Bosse, M., McMillan L., Gortler, S.J. and Cohen, M.F. 2001. Unstructured Lumigraph Rendering. In Proceedings of ACM SIGGRAPH 2001, ACM Press / ACM SIGGRAPH, Computer Graphics Proceedings, Annual Conference Series, pp. 425–432. ISBN 1-58113-292-1.
	C8	CANOMA. Http://www.canoma.com
	C9	Chen, M. 2001. Interactive Specification and Acquisition of Depth from Single Images. Master's thesis, Massachusetts Institute of Technology.
	C10	Chen, E. and Williams, L. View Interpolation for Image Synthesis. In Proc. Of SIGGRAPH, 1993.
	C11	Chen, E. Quicktime VR – An Image-Based Approach to Virtual Environment Navigation. Proc. Of SIGGRAPH, 1995.
	C12	Chuang, Y. Y., Curless, B., Salesin, D. H., and Szeliski, R. 2001. A Bayesian Approach to Digital Matting. IEEE Computer Vision and Pattern Recognition
	C13	Cohen, M. F., Shenchang, E. C., Wallace, J. R., and Greenberg, D. P. 1988. A Progressive Refinement Approach to Fast Radiosity Image Generation. In Computer Graphics (Proceedings of SIGGRAPH 1988), vol. 22, 4, pp. 75-84 (1988).
	C14	Criminisi A., Reid, I., and Zissman, A. 1999. Single View Metrology. International Conference on Computer Vision, pp. 434-442.
	C15	Debevec, "Light Probe Image Gallery", http://www.debevec.org/probes
	C16	Debevec, P. and Malik, J. Recovering High Dynamic Range Radiance Maps from Photographs. Proc. Of SIGGRAPH, 1997.
ES	C17	Debevec, "The Campanile Movie", SIGGRAPH 97 Electronic Theater (1997).

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ES	C18	Debevec, P. Rendering Synthetic Objects into Real Scenes: Bridging Traditional and Image-based Graphics with Global Illumination and High Dynamic Range Photography. In Proc. Of SIGGRAPH, 1998.
	C19	Debevec, P., Taylor, C., and Malik, J. Modeling and Rendering Architecture from Photographs: A hybrid geometry- and image-based approach. In Proc. of SIGGRAPH 96, 1996.
	C20	Debevec, P.E., Yu, Y., and Borshukov, G.D. 1998. Efficient View-Dependent Image-Based Rendering with Projective Texture-Mapping. In Eurographics Rendering Workshop 1998, Springer, Wein/Eurographics, Vienna, Austria, pp. 105-116 ISBN 3-211-8323-0.
	C21	Desbrun, M., Meyer, M., Schröder, P., and Barr, A. H. 2000. Anisotropic Feature-Preserving Denoising of Height Fields and Bivariate Data. In Graphics Interface, pp. 145-152. ISBN 1-55860-632-7.
	C22	DISCREET. http://www.discreet.com .
	C23	Drettakis, G., Robert, L., and Bounouze, S. Interactive Common Illumination for Computer Augmented Reality. Eurographics Rendering Workshop, 1997.
	C24	Drettakis, G., and Sillion, F. X. 1997. Interactive Update of Global Illumination Using a Line-Space Hierarchy. In Proceedings of SIGGRAPH 1997, ACM SIGGRAPH / Addison Wesley, Los Angeles, California, Computer Graphics Proceedings, Annual Conference Series. ISBN 0-89791-896-7.
	C25	Durand, F., and Dorsey, J. 2002. Fast Bilateral Filtering for the Display of High-Dynamic-Range Images. In Proceedings of SIGGRAPH 2002, ACM SIGGRAPH / Addison Wesley Longman, Computer Graphics Proceedings, Annual Conference Series, To Be Published.
	C26	Elder, J. and Goldberg, R. Image Editing in the Contour Domain. IEEE Trans. on Pattern Analysis and Machine Intelligence, 23(3), 2001.
	C27	Faugeras, O., Laveau, S., Robert, L., Csürka, G., and Zeller, C. 3-d reconstruction of Urban Scenes from Image Sequences. In A. Gruen, O. Kuebler, and P. Agouris, editors, Automatic Extraction of Man-Made Objects from Aerial and Space Images. Birkhauser, 1995.
	C28	Fournier, A. Gunawan, A., and Romanzin, C. Common Illumination between Real and Computer Generated Scenes. Graphics Interface, 1993.
	C29	THE GIMP. http://gimp.org
	C30	Gleicher, M. 1995. Image Snapping. Proceedings of SIGGRAPH 1995 (August), pp. 183-190. ISBN 0-201-84776-0. Held in Los Angeles, California.
	C31	Gortler, S., Grzeszczuk, R., Szeliski, R. and Cohen, M. The Lumigraph. In Proc. Of SIGGRAPH, 1996
	C32	Guillou, E., Meneveaux, D., Maisel, E. and Bouatouch, K. 2000. Using vanishing points for camera Calibration and course 3d reconstruction from a single image. The Visual Computer 16, 7, pp. 396-410 ISSN 0178-2789 (2000).
	C33	Hanrahan, P. and Haeberli, P. Direct WYSIWYG Painting and Texturing on 3d Shapes. Proc. of SIGGRAPH, 1990.
	C34	Heckbert, P. S. 1989. Fundamentals of Texture Mapping and Image Warping. Master's thesis, June 17, 1989.
ES	C35	Horn, "Height and Gradient from Shading", Massachusetts Institute of Technology (1989).

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ES	C36	Horry, Y., Anjyo, K., and Arai, K. Tour into the Picture: Using a Spidery Mesh Interface to Make Animation from a Single Image. In Proc. of SIGGRAPH 97, 1997.
	C37	The IESNA Lighting Handbook, Reference and Applications, 9th ed. IESNA. 9th ed., I.E.S. of North America (2000).
	C38	Igarashi, T., Matsuoka, S., and Tanaka, H. Teddy: A Sketching Interface for 3D Freeform Design. In Siggraph, Los Angeles, 1999.
	C39	Igehy, H., and Pereira, L. 1997. Image Replacement through Texture Synthesis. In IEEE International Conference on Image Processing.
	C40	ILLUSTRATOR. http://www.adobe.com/products/illustrator
	C41	IPIX. http://ipix.com
	C42	ISEE. http://iseemedia.com
	C43	Jobson et al., "A Multiscale Retinex for Bridging the Gap Between Color Images and the Human Observation of Scenes", IEEE Transactions on Image Processing, Special Issue on Color Processing (July 1997).
	C44	Kang, S. Depth Painting for Image-based Rendering Applications. Tech. report, CRL, Compaq Cambridge Research Lab, 1998. http://www.research.microsoft.com/Users/sbkang/publications/index.html .
	C45	Lévy, B. and Mallet, J.L. Non-Distorted Texture Mapping for Sheared Triangulated Meshes. In Proc. of SIGGRAPH, 1998.
	C46	Laveau, S. and Faugeras, O. 3-D Scene Representation as a Collection of Images and Fundamental Matrices. In Proc. of 12th Int. Conf. on Pattern Recognition, volume 1, pages 689–691, 1994.
	C47	Levoy, M. and Hanrahan, P. Light Field Rendering. In Proc. of SIGGRAPH, 1996.
	C48	Liebowitz, D., and Zisserman, A. 1998. Metric Rectification for Perspective Images of Planes. In Proceedings of the Conference on Computer Vision and Pattern Recognition, 1998.
	C49	Liebowitz, D., Criminisi, A., and Zosserman A. Creating Architectural Models from Images. In Proc. Of Eurographics, Forum 18, 3 (September 1999).
	C50	Loscos, C., Drettakis, G., and Robert, L. Interactive Virtual Relighting of Real Scenes. IEEE Trans. on Visualization and Computer Graphics, 6(3), 2000.
	C51	Loscos, C., Frasson, M.C., Drettakis, G., Walter, B., Granier, X., and Poulin, P. Interactive Virtual Relighting and Remodeling of Real Scenes. Eurographics Rendering Workshop, 1999.
	C52	Mallet, J.L. Discrete Smooth Interpolation. ACM Trans. on Graphics, 8(2):121–144, 1989.
	C53	Mark, W. 1999. Post-Rendering 3D Image Warping: Visibility, Reconstruction, and Performance for Depth-Image Warping. PhD thesis, University of North Carolina at Chapel Hill.
	C54	Mark, W., McMillan, L., and Bishop, G. Post-rendering 3D Warping. In ACM Symp. on Interactive 3D Graphics, 1997.
ES	C55	Matusik, W., Buehler, C., Raskar, R., Gortler, S. J., AND McMillan, L. 2000. Image-Based Visual Hulls. In Proceedings of ACM SIGGRAPH 2000, ACM Press / ACM SIGGRAPH / AddisonWesley Longman, Computer Graphics Proceedings, Annual Conference Series, pp. 369–374. ISBN 1-58113-208-5. Pp. 369–374. ISBN 1-58113-208-5.

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ES	C56	McMillan, L. 1995. A List-Priority Rendering Algorithm for Redisplaying Projected Surfaces. Tech. Rep. TR95-005, 14,.
	C57	McMillan, L. and Bishop, G. Plenoptic Modeling: An Image-Based Rendering System. In Proc. of SIGGRAPH, 1995.
	C58	McMillan, L.. An Image-Based Approach to Three-Dimensional Computer Graphics. PhD thesis, U. of North Carolina, Chapel Hill, 1997.
	C59	Mortensen, E. N., and Barrett, W. A. 1995. Interactive Segmentation with Intelligent Scissors. In Proceedings of SIGGRAPH 1995, ACM SIGGRAPH / Addison Wesley, Los Angeles, California, Computer Graphics Proceedings, Annual Conference Series, pp. 191–198. ISBN 0-201-84776-0.
	C60	Nayar, S. K. and Bolle, R. M. Computing Reflectance ratios from an Image. Pattern recognition, 7, 1993.
	C61	Oh, B. M., Chen, M., Dorsey, J., and Durand, F. 2001. Image-Based Modeling and Photo Editing. In Proceedings of ACM SIGGRAPH 2001, ACM Press / ACM SIGGRAPH, Computer Graphics Proceedings, Annual Conference Series, pp. 433–442. ISBN 1-58113-292-1.
	C62	Perona, P. and Malik, J. Scale-Space and Edge Detection Using Anisotropic Diffusion. IEEE Trans. on Pattern Analysis and Machine Intelligence, 12(7):629–639, July 1990.
	C63	PHANTOM. http://sensable.com/products/phantom_ghost/phantom.asp
	C64	PHOTOMODELER. http://photomodeler.com
	C65	PHOTOSHOP. http://adobe.com/products/photoshop/main.html
	C66	PIXOLOGIC. http://www.pixologic.com .
	C67	Porter, T., and Duff, T. 1984. Compositing Digital Images. In Computer Graphics (Proceedings of SIGGRAPH 1984), vol. 18, pp. 253–259.
	C68	Poulin, P., Quimet, M., and Frasson, M.C. Interactively Modeling with Photogrammetry. In Eurographics Workshop on Rendering, 1998.
	C69	Poulin, P., Ratib, K., and Jacques, M. Sketching Shadows and Highlights to Position Lights. In Proc. of Computer Graphics International 97, 1997.
	C70	Press, W., Teukolsky, S., Vetterling, W. and Flannery, B. 1992. Numerical Recipes, 2nd ed. Cambridge University Press, pp. 393, 683-688, 825 (1992).
	C71	Pulli, K., Cohen, M., Duchamp, T., Hoppe, H., Shapiro, L., and Stuetzle, W. 1997. View-based Rendering: Visualizing Real Objects from Scanned Range and Color Data. In Rendering Techniques 1997 (Proceedings of the Eighth Eurographics Workshop on Rendering), Springer Wien, New York, NY, J. Dorsey and P. Slusallek, Eds.
	C72	Rangaswamy, S. 1998. Interactive Editing Tools for Image-Based Rendering Systems. Master's thesis, Massachusetts Institute of Technology.
	C73	REALVIZ. Image modeler. http://realviz.com
	C74	RIGHTHEMISPHERE. http://righthemisphere.com
	C75	Roxio. http://www.roxio.com/en/products/enterprise_solutions/photosuite/features.jhtml
ES	C76	Ruzon, M. A., and Tomasi, C. 2000. Alpha Estimation in Natural Images. IEEE Computer Vision and Pattern Recognition.

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ES	C77	Segal, M., Korobkin, C., van Widenfelt, R., Foran, J. and Haeberli, P. Fast Shadows and Lighting Effects Using Texture Mapping. Proc. of SIGGRAPH, 1992.
	C78	Seitz, S. and Kutulakos, K. Plenoptic Image Editing. In Proc. 5th Int. Conf. on Computer Vision, 1998.
	C79	Seitz, S. M., and Dyer, C. R. 1997. Photorealistic Scene Reconstruction by Voxel Coloring, Journal of Computer Vision, 35,2, pp. 1-32 (1999).
	C80	Semple et al., "Algebraic Projective Geometry", Oxford at the Clarendon Press (1952).
	C81	Sethian, J. A. 1999. Level Set Methods and Fast Marching Methods. Cambridge University Press, Cambridge, UK.
	C82	Shade, J., Gortler, S., He, L., and Szeliski, R. Layered Depth Images. In Proc. of SIGGRAPH, 1998.
	C83	Sillion, F. and Drettakis, G. Feature-based Control of Visibility Error: A Multi-resolution Clustering Algorithm for Global Illumination. In Proc. SIGGRAPH, 1995.
	C84	Taylor, C., and Kriegman, D. 1992. Structure and Motion from Line Segments in Multiple Images
	C85	Technical Academy Award 1998. http://alvyray.com/awards/awardsmain.htm
	C86	Tolba, O. 2001. A Projective Approach to Computer-Aided Drawing. PhD thesis, Massachusetts Institute of Technology.
	C87	Tolba, O., Dorsey, J., and McMillan, L. 2001. A Projective Drawing System. In 2001 ACM Symposium on Interactive 3D Graphics, pp. 25-34. ISBN 1-58113-292-1.
	C88	Tomasi, C., and Manduchi, R. Bilateral Filtering for Gray and Color Images. In IEEE Int. Conf. on Computer Vision, 1998.
	C89	Tumblin, J., and Turk, G. 1999. LCIS: A Boundary Hierarchy for Detail-Preserving Contrast Reduction. In Proceedings of SIGGRAPH 1999, ACM SIGGRAPH / Addison Wesley Longman, Los Angeles, California, Computer Graphics Proceedings, Annual Conference Series, pp. 83-90. ISBN 0-20148-560-5.
	C90	Wang, J. Y. A. and Adelson, E. H. Representing Moving Images with Layers. IEEE Trans. on Image Processing, 3(5):625-638, 1994.
	C91	Ward, "The RADIANCE Lighting Simulation and Rendering System", Proceedings of SIGGRAPH 1994, ACM SIGGRAPH/ACM Press, Orlando, Florida, Computer Graphics Proceedings, Annual Conference Series, 459-472. ISBN 0-089791-667-0 (1994).
	C92	Ward, "Measuring and Modeling Anisotropic Reflection", Computer Graphics, 26, 2, pp. 265-272 (July 1992).
	C93	Ward, "Real Pixels", Graphics Gems II, Academic Press, Boston, pp. 80-83. ISBN 0-12-064481-9 (1991).
	C94	Williams, L. Image jets, level sets and silhouettes. Workshop on Image-Based Modeling and Rendering, http://wwwgraphics.stanford.edu/workshops/ibr98/ , March 1998.
	C95	Williams, L., 3d paint. In 1990 Symposium on Interactive 3D Graphics, vol. 24, pp. 225-233. 1990. ISBN 0-89791-351-5.
	C96	Yang et al., "Synthetic Aperture Camera Array", http://graphics.lcs.mit.edu/~jyang/cameraarray/cameraarray.htm
ES	C97	Yu, Y., and Malik, J. 1998. Recovering photometric properties of architectural scenes from photographs. In Proceedings of SIGGRAPH 1998, ACM SIGGRAPH / Addison Wesley, Orlando, Florida, Computer Graphics Proceedings, Annual Conference Series, pp. 207-218. ISBN 0-89791-999-8.

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ES	C98	Yu, Y., Devevec, P., Malik, J., and Hawkins, T. Inverse Global Illumination: Recovering Reflectance Models of Real Scenes from Photographs. Proc. of SIGGRAPH, 1999.
ES	C99	Zhang, H. 1999. A derivation of image-based rendering for conventional three-dimensional graphics. Journal of Graphics Tools 4, 2, pp. 27-36. ISSN 1086-76
ES	C100	Zhang, L., Dugas-Phocion, G., Samson, J.-S., and Seitz, S. 2001. Single View Modeling of Free-Form scenes. IEEE Computer Vision and Pattern Recognition.
EXAMINER / Enrique Santiago / 		DATE CONSIDERED 09/06/2006

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